

## EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	8	(Miyamori near3 Hisashi).in.	US-PGPUB; USPAT	ADJ	ON	2007/09/20 08:30
S2	1414	382/173.ccls.	US-PGPUB; USPAT	ADJ	ON	2007/09/19 17:26
S3	109	382/178.ccls.	US-PGPUB; USPAT	ADJ	ON	2007/09/19 17:27
S4	1334	382/190.ccls.	US-PGPUB; USPAT	ADJ	ON	2007/09/19 17:29
S5	122	382/281.ccls.	US-PGPUB; USPAT	ADJ	ON	2007/09/19 17:29
S6	593	382/291.ccls.	US-PGPUB; USPAT	ADJ	ON	2007/09/19 17:29
S7	640	382/300.ccls.	US-PGPUB; USPAT	ADJ	ON	2007/09/19 17:45
S8	5	S2 and S5	US-PGPUB; USPAT	ADJ	ON	2007/09/19 17:58
S9	5	(line near6 overlap\$3) same (delet\$3 or remov\$3) same (interpolat\$3)	US-PGPUB; USPAT	ADJ	ON	2007/09/19 18:01
S10	1246	interpolat\$3 same perpendicular	US-PGPUB; USPAT	ADJ	ON	2007/09/19 18:27
S11	294	interpolat\$3 same perpendicular\$2 same pixel	US-PGPUB; USPAT	ADJ	ON	2007/09/19 18:22
S12	4	S2 and S11	US-PGPUB; USPAT	ADJ	ON	2007/09/19 18:22
S13	9	interpolat\$3 same (drop\$4 near3 perpendicular)	US-PGPUB; USPAT	ADJ	ON	2007/09/19 18:35
S14	116	interpolat\$3 and (drop \$4 near3 perpendicular)	US-PGPUB; USPAT	ADJ	ON	2007/09/19 19:26
S15	96	S7 and perpendicular	US-PGPUB; USPAT	ADJ	ON	2007/09/19 19:30
S16	1	"5579053".pn.	US-PGPUB; USPAT	ADJ	ON	2007/09/19 19:30
S17	2	JP-10334184-\$.did.	US-PGPUB; USPAT; JPO; DERWENT	ADJ	ON	2007/09/20 08:37

S18	67	(Goro near3 Bessho). in.	US-PGPUB; USPAT; JPO; DERWENT	ADJ	ON	2007/09/20 09:10
S19	10959	(character or text) same (rule\$1 or line \$1) same (delet\$3 or remov\$3)	US-PGPUB; USPAT; JPO; DERWENT	ADJ	ON	2007/09/20 09:11
S20	10589	(character or text) same (rule\$1 or line \$1) same (delet\$3 or remov\$3)	US-PGPUB; USPAT; JPO	ADJ	ON	2007/09/20 09:11
S21	600	(character or text) same (rule\$1 or line \$1) same (delet\$3 or remov\$3) same (interpolat\$3 or fill\$3)	US-PGPUB; USPAT; JPO	ADJ	ON	2007/09/20 09:13
S22	74	"382".clas. and S21	US-PGPUB; USPAT; JPO	ADJ	ON	2007/09/20 09:12
S23	21	(character or text) same (rule\$1 or line \$1) same (delet\$3 or remov\$3) same (interpolat\$3 or (fill \$3)).ab.	US-PGPUB; USPAT; JPO	ADJ	ON	2007/09/20 09:13
S24	15	(OCR or (character near3 recognition)) same (video) same (frame near2 extract \$3)	US-PGPUB; USPAT	ADJ	ON	2007/09/20 15:11
S25	335	(OCR or (character near3 recognition)) same (video) same (extract\$3)	US-PGPUB; USPAT	ADJ	ON	2007/09/20 14:30
S26	3	((change or difference) near3 detect\$3) same ((frame or image) near3 sequence) same (AND\$3) same (subtract\$3)	US-PGPUB; USPAT	ADJ	ON	2007/09/20 15:17
S27	36	((change or difference) near3 detect\$3) same ((frame or image) near3 sequence) same (subtract\$3)	US-PGPUB; USPAT	ADJ	ON	2007/09/20 15:53

S28	21	((change or difference) near3 detect\$3) same ((video) near3 sequence) same (subtract\$3)	US-PGPUB; USPAT	ADJ	ON	2007/09/20 15:56
S29	765	((change or difference)) same ((video or frame or image) near3 sequence) same (subtract\$3)	US-PGPUB; USPAT	ADJ	ON	2007/09/20 15:57
S30	5	((change or difference)) same ((video or frame or image) near3 sequence) same (subtract\$3) same (logic\$2)	US-PGPUB; USPAT	ADJ	ON	2007/09/20 15:57
S31	360	(line near2 detect\$3) same (Hough)	US-PGPUB; USPAT	ADJ	ON	2007/09/20 16:55
S32	15	((line near2 detect\$3) same (Hough)).ab.	US-PGPUB; USPAT	ADJ	ON	2007/09/20 16:55
S33	1	"7085401".pn.	US-PGPUB; USPAT	ADJ	ON	2007/09/20 17:21
S34	9	(Miyamori near3 Hisashi).in.	US-PGPUB; USPAT	ADJ	ON	2008/04/27 10:08
S35	1543	382/173.ccls.	US-PGPUB; USPAT	ADJ	ON	2008/04/27 10:09
S36	113	382/178.ccls.	US-PGPUB; USPAT	ADJ	ON	2008/04/27 10:09
S37	1490	382/190.ccls.	US-PGPUB; USPAT	ADJ	ON	2008/04/27 10:09
S38	125	382/281.ccls.	US-PGPUB; USPAT	ADJ	ON	2008/04/27 10:09
S39	618	382/291.ccls.	US-PGPUB; USPAT	ADJ	ON	2008/04/27 10:09
S40	700	382/300.ccls.	US-PGPUB; USPAT	ADJ	ON	2008/04/27 10:09
S41	5	S35 and S38	US-PGPUB; USPAT	ADJ	ON	2008/04/27 10:09
S42	5	(line near6 overlap\$3) same (delet\$3 or remov\$3) same (interpolat\$3)	US-PGPUB; USPAT	ADJ	ON	2008/04/27 10:09
S43	1265	(line near6 overlap\$3) same (delet\$3 or remov\$3)	US-PGPUB; USPAT	ADJ	ON	2008/04/27 10:10

S44	1	(track\$3 same (mov\$3 near3 (object or body or player or person or target))) same (line near6 overlap\$3) same (delet\$3 or remov\$3)	US-PGPUB; USPAT	ADJ	ON	2008/04/27 10:10
S45	1	(track\$3 same (mov\$3 near3 (object or body or player or person or target))) and ((line near6 overlap\$3) same (delet\$3 or remov\$3))	US-PGPUB; USPAT	ADJ	ON	2008/04/27 10:12
S46	9	(track\$3 same (mov\$3 near3 (object or body or player or person or target))) and ((line near6 overlap\$3) same (delet\$3 or remov\$3 or correct \$3))	US-PGPUB; USPAT	ADJ	ON	2008/04/27 10:13
S47	5	((mov\$3 near3 (object or body or player or person or target))) same (line near6 overlap\$3) same (delet \$3 or remov\$3)	US-PGPUB; USPAT	ADJ	ON	2008/04/27 10:14
S48	6	(track\$3 same (mov\$3 near3 (object or body or player or person or target))) same (line near6 overlap\$3)	US-PGPUB; USPAT	ADJ	ON	2008/04/27 10:15
S49	1	(track\$3 same (mov\$3 near3 (object or body or player or person or target))) same (connected near3 (component or pixel or blob)) same (smooth \$3 or (low\$pass\$3 or (low near3 pass\$3)))	US-PGPUB; USPAT	ADJ	ON	2008/04/27 10:46
S50	12	(track\$3 same (mov\$3 near3 (object or body or player or person or target))) and (connected near3 (component or pixel or blob)) same (smooth \$3 or (low\$pass\$3 or (low near3 pass\$3)))	US-PGPUB; USPAT	ADJ	ON	2008/04/27 11:11

S51	0	(track\$3 same (mov\$3 near3 (object or body or player or person or target))) and ((connected near3 (component or pixel or blob)) same (line\$2 near6 obstruct\$3))	US-PGPUB; USPAT	ADJ	ON	2008/04/27 11:26
S52	229	(track\$3 same (mov\$3 near3 (object or body or player or person or target))) and ((connected near3 (component or pixel or blob)) same (line\$2))	US-PGPUB; USPAT	ADJ	ON	2008/04/27 11:27
S53	136	(track\$3 same (mov\$3 near3 (object or body or player or person or target))) and ((connected near3 (component or pixel or blob))) and (tennis or sport)	US-PGPUB; USPAT	ADJ	ON	2008/04/27 11:31
S54	18	(track\$3 same (mov\$3 near3 (object or body or player or person or target))) and ((connected near3 (component or pixel or blob)) same (occlu\$5))	US-PGPUB; USPAT	ADJ	ON	2008/04/27 11:32
S55	5	("6950123").URPN.	USPAT	ADJ	ON	2008/04/27 11:53
S56	5	(track\$3 same (mov\$3 near3 (object or body or player or person or target))) and ((dis \$connected near3 (component or pixel or blob)) same (occlu\$5))	US-PGPUB; USPAT	ADJ	ON	2008/04/27 11:59
S57	0	(track\$3 same (mov\$3 near3 (object or body or player or person or target))) and ((connected near3 (component or pixel or blob)) same (ruled near3 line))	US-PGPUB; USPAT	ADJ	ON	2008/04/27 12:00

S58	1	(track\$3 same (mov\$3 near3 (object or body or player or person or target))) and ((connected near3 (component or pixel or blob))) and (ruled near3 line)	US-PGPUB; USPAT	ADJ	ON	2008/04/27 12:01
S59	1	(track\$3 same ((object or body or player or person or target))) and ((connected near3 (component or pixel or blob))) and (ruled near3 line)	US-PGPUB; USPAT	ADJ	ON	2008/04/27 12:01
S60	123	(track\$3 same ((object or body or player or person or target))) and ((dis\$connected near3 (component or pixel or blob)))	US-PGPUB; USPAT	ADJ	ON	2008/04/27 12:03
S61	0	(track\$3 same ((object or body or player or person or target))) and ((dis\$connected near3 (component or pixel or blob))) and (court near3 line)	US-PGPUB; USPAT	ADJ	ON	2008/04/27 12:03
S62	0	(track\$3 same ((object or body or player or person or target))) and ((dis\$connect\$3 near3 (component or pixel or blob))) and (court near3 line)	US-PGPUB; USPAT	ADJ	ON	2008/04/27 12:04
S63	207	(track\$3 same ((object or body or player or person or target))) and ((dis\$connect\$3 near3 (component or pixel or blob))) and (line)	US-PGPUB; USPAT	ADJ	ON	2008/04/27 12:05
S64	23	(track\$3 same ((object or body or player or person or target))) and ((dis\$connect\$3 near3 (component or pixel or blob))) and (line near3 segment)	US-PGPUB; USPAT	ADJ	ON	2008/04/27 12:06

S65	29	(track\$3 same ((object or body or player or person or target))) and ((dis\$connected near3 (component or pixel or blob))) and (perpendicular)	US-PGPUB; USPAT	ADJ	ON	2008/04/27 12:12
S66	17	(track\$3 same ((object or body or player or person or target))) and ((dis\$connected near3 (component or pixel or blob))) and (template)	US-PGPUB; USPAT	ADJ	ON	2008/04/27 12:15
S67	2315	(track\$3 same ((object or body or player or person or target))) and (tennis or soccer)	US-PGPUB; USPAT	ADJ	ON	2008/04/27 13:50
S68	118	(track\$3 same ((object or body or player or person or target))) and (tennis or soccer) and (connected near3 component)	US-PGPUB; USPAT	ADJ	ON	2008/04/27 13:50
S69	4	("6654495").URPN.	USPAT	ADJ	ON	2008/04/28 08:26
S70	5	("6950123").URPN.	USPAT	ADJ	ON	2008/04/28 08:27
S71	4	("5764803"   "5969755"   "6643387"   "6661918").PN.	US-PGPUB; USPAT; USOCR	ADJ	ON	2008/04/28 08:28
S72	10	(Miyamori near3 Hisashi).in.	US-PGPUB; USPAT	ADJ	ON	2008/11/20 11:08
S73	1681	382/173.ccls.	US-PGPUB; USPAT	ADJ	ON	2008/11/20 11:08
S74	117	382/178.ccls.	US-PGPUB; USPAT	ADJ	ON	2008/11/20 11:08
S75	1663	382/190.ccls.	US-PGPUB; USPAT	ADJ	ON	2008/11/20 11:08
S76	135	382/281.ccls.	US-PGPUB; USPAT	ADJ	ON	2008/11/20 11:08
S77	647	382/291.ccls.	US-PGPUB; USPAT	ADJ	ON	2008/11/20 11:08
S78	775	382/300.ccls.	US-PGPUB; USPAT	ADJ	ON	2008/11/20 11:08
S79	5	S73 and S76	US-PGPUB; USPAT	ADJ	ON	2008/11/20 11:08

S80	5	(line near6 overlap\$3) same (delet\$3 or remov\$3) same (interpolat\$3)	US-PGPUB; USPAT	ADJ	ON	2008/11/20 11:08
S81	344	interpolat\$3 same perpendicular\$2 same pixel	US-PGPUB; USPAT	ADJ	ON	2008/11/20 11:08
S82	1	(track\$3 same (mov\$3 near3 (object or body or player or person or target))) same (line near6 overlap\$3) same (delet\$3 or remov\$3)	US-PGPUB; USPAT	ADJ	ON	2008/11/20 11:09
S83	10	(track\$3 same (mov\$3 near3 (object or body or player or person or target))) and ((line near6 overlap\$3) same (delet\$3 or remov\$3 or correct \$3))	US-PGPUB; USPAT	ADJ	ON	2008/11/20 11:09
S84	131	(track\$3 same ((object or body or player or person or target))) and ((dis\$connected near3 (component or pixel or blob)))	US-PGPUB; USPAT	ADJ	ON	2008/11/20 11:09
S85	26	(track\$3 same ((object or body or player or person or target))) and ((dis\$connect\$3 near3 (component or pixel or blob))) and (line near3 segment)	US-PGPUB; USPAT	ADJ	ON	2008/11/20 11:09
S86	34	(track\$3 same ((object or body or player or person or target))) and ((dis\$connected near3 (component or pixel or blob))) and (perpendicular)	US-PGPUB; USPAT	ADJ	ON	2008/11/20 11:09
S87	21	(track\$3 same ((object or body or player or person or target))) and ((dis\$connected near3 (component or pixel or blob))) and (template)	US-PGPUB; USPAT	ADJ	ON	2008/11/20 11:09



S90	47	((eliminat\$3 or remov\$3 or delet\$3) near6 (line)) same ((blob or object) near6 (track \$3))	US-PGPUB; USPAT	ADJ	ON	2008/11/20 11:21
S91	12	(Miyamori near3 Hisashi).in.	US-PGPUB; USPAT	ADJ	ON	2009/05/20 16:16
S92	1789	382/173.ccls.	US-PGPUB; USPAT	ADJ	ON	2009/05/20 16:16
S93	120	382/178.ccls.	US-PGPUB; USPAT	ADJ	ON	2009/05/20 16:16
S94	1803	382/190.ccls.	US-PGPUB; USPAT	ADJ	ON	2009/05/20 16:16
S95	139	382/281.ccls.	US-PGPUB; USPAT	ADJ	ON	2009/05/20 16:16
S96	677	382/291.ccls.	US-PGPUB; USPAT	ADJ	ON	2009/05/20 16:16
S97	834	382/300.ccls.	US-PGPUB; USPAT	ADJ	ON	2009/05/20 16:16
S98	6	(line near6 overlap\$3) same (delet\$3 or remov\$3) same (interpolat\$3)	US-PGPUB; USPAT	ADJ	ON	2009/05/20 16:17
S99	28	(interpolat\$3 and (drop \$4 near3 perpendicular)) same (image or video)	US-PGPUB; USPAT	ADJ	ON	2009/05/20 16:23

5/20/2009 7:07:28 PM

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